The Elder Scrolls IV
OBLIVION

MATURE 17+
M
CONTENT RATED BY ESRB

Bethesda SOFTWORKS
a ZeniMax Media company

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Table of Contents

Introduction to Oblivion 2
Installing, Launcher, and Main Menu 3
Gameplay Controls 4
The Game Screen 5
Compass and Activation Icons 6
Journal and Stats Menu 7
Stats Menu 8
Inventory Menu 10
Magic Menu 12
Maps and Quests 14
Races 16
Attributes 18
Derived Attributes 19
Skills, Mastery Levels, and Skill Perks 20
Combat 20
Magic 22
Stealth 24
Classes 26
Increasing your Skills and Leveling Up 27
The Arts of Combat 28
The Arts of Magic 30
Magic Items 36
Alchemy 37
Spellmaking and Enchanting 38
The Arts of Stealth 40
Lockpicking 41
Crime and Punishment 42
Dialogue 43
Bartering & Haggling 44
Persuasion 45
Horses, Houses, Books, Containers 46
Options & Preferences 47

Introduction to Oblivion

With The Elder Scrolls, our goal has always been to create a game that offers unlimited possibilities. A game where you could be whoever you wanted and do whatever you wanted. "Live another life, in another world" has been our motto, and we want you to do just that.

So if you like wandering and exploring, that's what you should do. If you simply want to complete the main quest and feel like you "finished" the game, then you can do just that. Most folks will find themselves somewhere in between, and fortunately there's a lot wandering and exploring involved in finishing the main quest.

There are four guilds you can join, each with their own storyline and rewards, and you can rise all the way to the head of each faction. So whether you're into stealing, magic, assassinations, or fighting (or all of the above), there's a group just for you. Or there's the Arena, where you can go and place bets on fights, or become a combatant and enter the arena for your own honor and glory.

And of course everyone in Oblivion seems to need help at one time or another. Talk to people, find out what's going on in their lives. Perhaps they need your assistance, or know someone who does. Or, for even less structure, head out into the wilderness and see what kind of locations you can uncover. Oblivion is filled with all kinds of ruins, shrines, dungeons, caves, camps, hideouts, and forts that may contain their own story, powerful artifact, or perhaps just creatures guarding over their treasure.

And just as you can go and do whatever you like, you can also be whatever kind of character you want. The early part of the game is your chance to try different types of weapons, armor, and magic. Experiment with different playstyles…trying picking locks and sneaking, or using spells and scrolls, or killing things with various weapons.

Once you've had a chance to try everything, you'll be offered a suggestion as to what type of character you might like to play, based on how you've been playing the game. You can accept that choice, choose another class from the list, or create your own custom character with your own combination of specializations and skills. The possibilities are, quite literally, endless.

Don't worry too much about the choices you'll make for your race, birthsign, or class the first time through, because before you head out into the wide world we give you a chance to reconsider any choices you've made up to that point. At that time you can change anything you want, from your name to your hairstyle to your major skills.

After that, it's up to you. Find your own path and follow it wherever it may lead you. Thank you for joining us on this adventure. We hope your time with the game is as rewarding as ours has been.

- *The Oblivion Team*

Installing, Launcher and Main Menu

Installing and Starting the Game

Simply insert the Oblivion game disc and run the setup.exe if it doesn't start automatically. Follow the on-screen instructions to install. After you have installed Oblivion, launch it from your Windows Start Menu, or double click the icon on your desktop.

Play

Plays the game.

Data Files

Here you can select which plugins you are playing with. Elder Scrolls Plugins (or esp files), which add new content to the world of Oblivion, are created with The Elder Scrolls Construction Set and can be downloaded from the Internet or created by you.

Double click the files to select or deselect them. You can also view your save games (ess files) here and which plugins were used when that game was saved. By double-clicking a save game, you can automatically select all the plugins needed.

Plugins represent temporary changes to your game. If at any point you choose to load a saved game without a previously used plugin, any changes introduced by that plugin will be gone. Plugins work with both new and existing games.

Options

Select this to choose special video options, such as which video card you are using, video resolution, and screen size.

ElderScrolls.com

Select this to visit www.elderscrolls.com and see what's new and join the community.

Technical Support

Opens up the Technical Support window that shows several diagnostics on your system. Should you need to call technical support, they will use the data here to help you.

Uninstall

This option allows you to remove or modify the Oblivion installation. If Oblivion is not installed, you cannot run The Elder Scrolls Construction Set.

Exit

Exits the game.

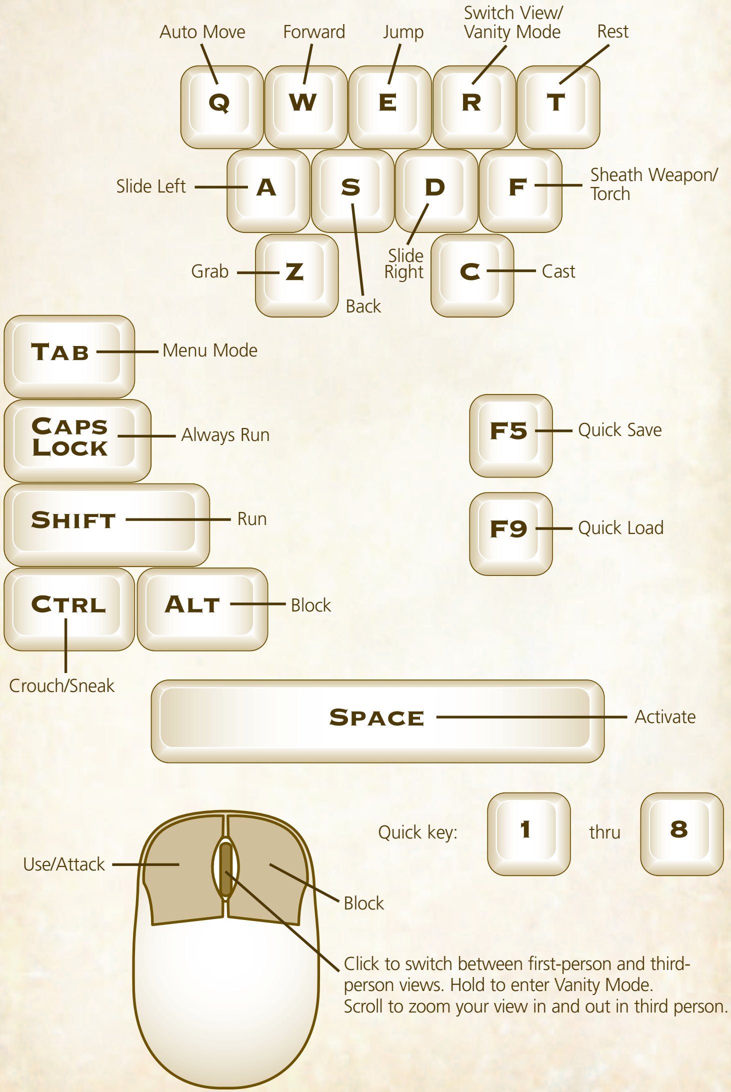
Main Menu

Continue – Continue playing from your most recent saved game.
New – Starts a new game of Oblivion.
Load – Allows you to play a previously saved game.
Options – Takes you to the Options Menu where you can adjust your video, sound, controls, and preferences. See pg. 46
Credits – View the credits for the team that brought you Oblivion.
Exit – Exits the game.

While playing a game, these additional options are available:

Quit – During a game, Quit returns you to the Start screen.
Return – Takes you back to your current game.
Save – Allows you to save your current game.

Gameplay Controls



The Game Screen



Health
The amount of damage you can take. Sleeping, waiting, potions or spells can restore your Health.

Magicka
Casting spells uses Magicka. Magicka regenerates based on your Willpower. Sleeping, waiting, potions or spells can also restore your Magicka.

Fatigue
Fatigue is how tired you are. Low Fatigue hurts your effectiveness, especially when doing melee attacks. Fatigue returns faster if you walk instead of run.

Weapon
Your active weapon.

Arrows
Number of arrows equipped.

Magic
Your active spell.

Spell Effect
Any temporary spell(s) affecting you.

Target Health
Shows the health of your target.

Target Name
Name of highlighted object or character

Crosshair
Helps you target objects and characters. See next page for details.

Compass
Shows direction, locations, and markers. See next page for details.

Level Up
Indicates you can sleep in a bed to advance to the next level.

Compass and Activation Icons



Icons on the compass indicate nearby places of interest (like dungeons, cities, or inns), and Quest Target markers indicate the direction of your active quest objective.

Target Markers

- A red arrow means you must travel through a door or portal to reach your objective.
- A green arrow means you are already in the same general location as your objective.
- A blue arrow is one you can place yourself on your local or world map. See pg 14.

Places of Interest

Camp	Elven Ruin	Oblivion Gate
Cave	Fort Ruin	Settlement
City	Mine	Tavern/Stable
Daedric Shrine	Landmark	

Crosshair

Helps you target objects and characters. It will change dynamically based on what action the ***Spacebar*** will perform.

- Indicates you are in sneak mode. For more on sneaking, see page 40.
- Enter a location or open a door.
- Ride the selected horse. Press ***Spacebar*** to dismount.
- Pick up the item and add it to your inventory.
- A locked door. The difficulty of the lock is displayed in the lower right corner.
- Sit on the object. Press ***Spacebar*** to get up.
- Activate the object.
- Sleep in this bed.
- Read the item.
- Open the container.
- Talk to this character.
- An important character who plays a significant role in quests and cannot be killed.
- Feed on a sleeping character. Can only be done as a vampire.

*****A red icon always indicates a crime if you perform the action.***

Journal and Stats Menu



There are four main sections of your Journal: Stats, Inventory, Magic, and Maps.

Tab Key
Enter/exit Journal mode.

Left Mouse Click
Select tabs or sections in Journal.

Up/Down Arrows, Mouse Wheel, or Click-and-Drag Scroll Bar
Scroll up/down through lists.

Hold Left Mouse Button and Move Mouse
Rotate/zoom your character to examine him/her.

Stats Menu



The Stats Menu has five tabs, from left to right: Character, Attributes, Skills, Factions, and Accomplishments.



Character
Basic info about your character.



Attributes
Information on your eight Attributes.



Skills
Information on your 21 skills. See next page for more info.



Factions
Shows the factions you belong to and your current rank in each.



Accomplishments
Lists your many accomplishments.



Skills Tab
You have seven Major Skills and 14 Miscellaneous Skills. Under each skill is a bar indicating (in red) how close you are to increasing that skill. The more you use that skill, the faster it will increase.

Major Skills
The skills that define your character. You must increase any combination of your major skills by a total of 10 points to advance your character to the next level.

Minor Skills
Increasing these skills makes you better at them, but does not help you level up.

Skill Progress Bar
Tracks how close you are to raising that skill by another point.

Positive Skill Modifier
Values appearing in green are currently being modified by positive spells, abilities, powers, or other effects.

Negative Skill Modifier
Values appearing in red are currently being modified by negative spell effects, diseases, or other effects.

Level Progress Bar
How close you are to raising your character's level. See pg. 27 on Leveling Up.

Inventory Menu



The Inventory Menu has five tabs, from left to right: All Items, Weapons, Armor, Alchemy, Miscellaneous.

All Items
This list includes everything in your inventory.

Weapons
This displays only the weapon items in your inventory.

Armor
This displays only armor and clothing in your inventory.

Alchemy
This lists all potions, alchemy apparatus, food, and alchemical ingredients.

Miscellaneous
This list displays Miscellaneous items, including Books, Notes, Gems, Keys, Torches, Lockpicks, Magic Stones, and other items.

Left Click – Equip or Use the selected item
Shift + Left Click – Drop the selected item.
Left Click and Hold Mouse Button – Drop the selected item in grab mode.

Hotkeys
In the Inventory Menu, define Hotkeys by holding one of the ***1 - 8 Keys*** while simultaneously selecting the weapon, armor, spell, or item you want in that slot by ***Left Clicking*** the desired selection. Note, you can still change menus with the Hotkeys open, and the item will be assigned when you ***Left Click***.



While playing, use ***1 - 8 Keys*** to select any of your eight Hotkeyed items.

Right-Hand and Left-Hand Slots
Weapons equip in your right hand, shields and torches in your left. Shields and torches each have their own slot, but will not be used with two-handed weapons like claymores, warhammers, bows, and magical staves, even though the slot is equipped. An equipped torch is always used when your weapon is sheathed; so pressing the ***F Key*** is a good way to switch between your weapons and torch.

Using Inventory Menus
Certain icons and displays appear on one or more of the Inventory Menus. You can also select these to sort your items by these values. Selecting the icon again will sort the list in ascending or descending order.

- An item's base value in gold.
- An item's weight.
- How much damage a weapon does for you.
- How much armor protection this item provides for you. See pg 29.
- Quality of the item
- An item's Health on a scale of 0 to 100, where 100 means the item is in perfect condition and 0 means the item is broken and useless.

198/200 — Your current Encumbrance compared to your Maximum Encumbrance. If you are carrying too much you will be Over Encumbered and you cannot move until you drop some items to reduce your encumbrance.

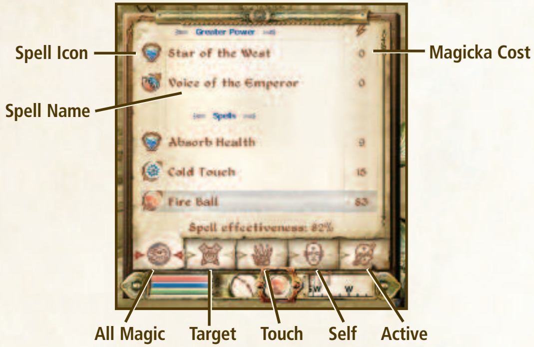
16 — The combined effects of your physical armor and active magical armor effects. The higher the number, the better. See pg. 29.

31 — How much gold you have.

Inventory Items
Items in inventory are represented by an icon to the left of the name of the item. A number indicates a stack of more than one of the item. In addition, one or more of the following icons may appear on the item icon:

- Indicates a magical item.
- Indicates a poisoned weapon.
- Indicates a stolen item.
- Indicates the item has been broken and is useless until repaired.

Magic Menu



Successfully casting spells will raise your skill in that spell's school. You can buy new spells from various people in the world who sell them. The Magic Menu has five tabs, from left to right: All Magic, Target Magic, Touch Magic, Self Magic, and Active Effects.



All Magic

All your spells, abilities, powers, and other magical effects.



Target

All magic that requires hitting a ranged target.



Touch

All magic that requires touching a target.



Self

All magic that you cast upon yourself.



Active

All spells, abilities, powers, and magic that are affecting you currently.

Spell Icon

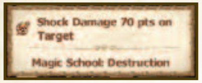
The magic effect of the spell.

Spell Name

Name of selected spell.

Magicka Cost

Indicated by the Lightning Bolt icon , this column provides the Magicka cost of casting the spell. This is dependent on your skill in the spell's school.

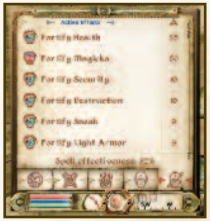


Navigating to the listed spell displays more about the spell.

- **Magic Effects** – Any effects contained by this spell (i.e., Shock Damage). When a spell contains more than one effect, the most powerful effect is used to determine the Magic School.
- **Magic School** – Name of school of magic that governs the use of this spell (i.e., Destruction). Successfully using the spell will help improve this skill.
- **Magnitude** – an indication of the power of the spell's effect (i.e., 70 pts).
- **Duration** – How long the spell effect lasts (i.e., for 10 secs).
- **Range** – Spells can be delivered in one of three ways:
  - **Touch** – The spell effect is cast upon touching a target (i.e., on Touch).
  - **Target** – A ranged spell effect that can be delivered from a distance (i.e., on Target).
  - **Self** – A spell effect that automatically affects the caster (i.e., on Self).
- **Area** – The radius of a spell's effect, in feet (i.e., 20 ft).

Spell Effectiveness

Wearing armor lowers the effectiveness of your spells. To increase your spell effectiveness, either wear less armor, or raise the appropriate armor skill (light or heavy). A lower spell effectiveness will reduce the magnitude and duration of your spells.



Active Effects Tab

All spells, abilities, powers, and other magical effects currently affecting your character. It includes always-active birthsign abilities, powers, and diseases.



The combined magnitude of all magic using this effect on you.

Racial Abilities

Inherent abilities that never need to be cast and are always active.

Powers

Many races and birthsigns also provide special powers that can be used once a day but are readied and cast just like spells. Powers are not assigned to a school of magic, so using them will not improve your magic skills.

Lesser Powers

These are similar to Powers, but less powerful and can be cast more than once per day.

Diseases

While not actually magic, the effects of disease are similar to magical curses. You can get cured at chapels in towns and Wayshrines in the wilderness, or by using a Cure Disease spell or potion.

Maps and Quests



The Maps Section has five tabs, from left to right: Local Map, World Map, Active Quest, Current Quests, and Completed Quests.

Local Map

This shows your immediate surroundings. Rollover icons display information about doors and their destinations, and quest targets indicate your quest objectives.

Left Click – Fast Travel (when highlighting a discovered location)
Shift + Left Click – Place your own marker on the map.
Left Click and Hold Mouse Button – Scroll the map

World Map

This shows a map of Cyrodiil.

Your Position: The gold arrow shows your position on the map

Quest Target: The Quest Target is a red or green arrow on the World Map. The Quest Target is always determined by your Active Quest. To make a quest active, select it from the list in your Current Quest tab. See next page.

Your Target: The Blue Arrow. You can place, move, or remove this by holding ***Shift and Left Clicking*** the map.

Discovered Location: Dark markers can be selected for fast travel. You cannot fast travel from interiors or while in combat. When you fast travel, time will move ahead according to how long it would have taken you to get there normally. If you have a horse, it will fast travel with you. When traveling to cities, your horse will be placed in the nearest stable.

Known Location: Bright markers are known to you, but cannot be fast traveled to until you discover them on your own.



Active Quest

This displays entries for your active quest. Select a quest in the Current Quests tab to make it your Active Quest. The Quest Targets displayed on maps and your Compass (pg. 6) are the Quest Targets for your Active Quest. Click the Map button to view the position of your Quest Target on your World Map.

Current Quests

This displays entries for all your quests that you have not yet completed. Select a Quest to make it your Active Quest.

Completed Quests

Lists all of the quests you have completed. Select an entry to display all the entries for that quest.

Quests and Quest Targets

When a quest is Active, Quest Target arrows are displayed on your Compass (see pg 6) and on your Local and World maps (see previous page). You can use these markers to guide you to the next step in completing your Active Quest. On the World Map, Quest Targets indicate the general location of your next step. On the Local Map, the Quest Target will indicate the location of the next step, or the door you must go through to reach that location.

Note: Not every quest will provide Quest Targets. In some quests, you must discover the objective's location on your own.

Races

When you begin Oblivion, you must choose a name and race. You'll be asked to choose from 10 races commonly encountered in Cyrodiil.

Argonian



This reptilian race, well-suited for the treacherous swamps of its homeland, has developed natural immunities to diseases and poisons. They can breathe water and are good at picking locks.

Skill Bonuses
Alchemy +5, Athletics +10, Blade +5, Hand to Hand +5, Illusion +5, Mysticism +5, Security +10.

Specials
Resist Disease, Immune to Poison, Water Breathing

Breton

In addition to their quick and perceptive grasp of spellcraft, even the humblest of Bretons can boast a resistance to magical energies. They are particularly skilled at summoning and healing magic.



Skill Bonuses
Alchemy +5, Alteration +5, Conjuration +10, Illusion +5, Mysticism +10, Restoration +10.

Specials
Fortified Magicka, Dragon Skin, Resist Magicka

Dark Elf



Also known as "Dunmer" in their homeland of Morrowind, the Dark Elves are noted for their skilled and balanced integration of the sword, the bow and destruction magic. They are resistant to fire and can summon an ancestral ghost for aid.

Skill Bonuses
Athletics +5, Blade +10, Blunt +5, Destruction +10, Light Armor +5, Marksman +5, Mysticism +5.

Specials
Ancestor Guardian, Resist Fire

High Elf

Also known as "Altmer" in their homeland of Summerset Isle, the High Elves are the most strongly gifted in the arcane arts of all the races. However, they are also somewhat vulnerable to fire, frost and shock.



Skill Bonuses
Alchemy +5, Alteration +10, Conjuration +5, Destruction +10, Illusion +5, Mysticism +10.

Specials
Weakness to Fire, Frost, and Shock, Resist Disease, Fortified Magicka

Imperial



Natives of the civilized, cosmopolitan province of Cyrodiil, they have proved to be shrewd diplomats and traders. They are skilled with heavy armor and in the social skills and tend to favor the warrior classes.

Skill Bonuses
Blade +5, Blunt +5, Hand to Hand +5, Heavy Armor +5, Mercantile +10, Speechcraft +10.

Specials
Star of the West, Voice of the Emperor

Khajiit

Hailing from the province of Elsweyr, they are intelligent, quick, and agile. They make excellent thieves due to their natural agility and unmatched acrobatics skill. All Khajiit can see in the dark.



Skill Bonuses
Acrobatics +10, Athletics +5, Blade +5, Hand to Hand +10, Light Armor +5, Security +5, Sneak +5.

Specials
Eye of Fear, Eye of Night

Nord



Citizens of Skyrim, they are a tall and fair-haired people. Strong and hardy, Nords are famous for their resistance to cold. They are highly talented warriors.

Skill Bonuses
Armorer +5, Blade +10, Block +5, Blunt +10, Heavy Armor +10, Restoration +5

Specials
Nordic Frost, Woad, Resist Frost

Orc

The people of the Wrothgarian and Dragontail Mountains, Orcish armorers are prized for their craftsmanship. Orc troops in heavy armor are among the finest in the Empire, and are fearsome when using their berserker rage.



Skill Bonuses
Armorer +10, Block +10, Blunt +10, Hand to Hand +5, Heavy Armor +10.

Specials
Berserk, Resist Magicka

Redguard



The most naturally talented warriors in Tamriel. In addition to their cultural affinities for many weapon and armor styles, they also have a hardy constitution and a natural resistance to disease and poison.

Skill Bonuses
Athletics +10, Blade +10, Blunt +10, Light Armor +5, Heavy Armor +5, Mercantile +5.

Specials
Adrenaline Rush, Resist Poison, Resist Disease

Wood Elf

The clanfolk of the Western Valenwood forests, also known as "Bosmer." Wood Elves are nimble and quick, making them good scouts and thieves, and there are no finer archers in all of Tamriel. Their ability to command simple creatures is well-known.



Skill Bonuses
Acrobatics +5, Alchemy +10, Alteration +5, Light Armor +5, Marksman +10, Sneak +10

Specials
Beast Tongue, Resist Disease

Attributes

A character's mental, physical, and magical abilities are modeled by eight primary attributes. Primary attributes range from 0-100, but can be changed by magic, potions, or disease. Raising your character's level allows you to increase your attributes. A red number indicates the attribute has been damaged. A green number indicates the attribute has been increased by magic.



Strength

Affects how much you can carry, how much Fatigue you have, and how much damage you can do with melee weapons such as swords and axes. Governs the skills of Blunt, Blade, and Hand to Hand.



Intelligence

Affects your total Magicka and magic use. Governs the skills of Alchemy, Conjuration, and Mysticism.



Willpower

Affects how quickly you regenerate Magicka, and how much Fatigue you have. Governs the skills of Destruction, Alteration, and Restoration.



Agility

Affects your ability to maneuver and balance, your total Fatigue, and how much damage you can do with marksman weapons such as bows. Governs the skills of Security, Sneak, and Marksman.



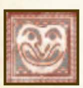
Speed

Determines how fast you move. Governs the skills of Athletics, Light Armor, and Acrobatics.



Endurance

Affects how much Fatigue you have, your Health, and how much your Health will increase when you raise levels. Governs the skills of Block, Armorer, and Heavy Armor.



Personality

Affects how much people like you, which leads to better information-gathering. Governs the skills of Speechcraft, Mercantile, and Illusion.



Luck

Luck has an effect on everything you do, but governs no skills.

Derived Attributes

These are derived from the primary attributes, and are affected by changes to your primary attributes.



Health

Health is the amount of damage you can take before you die. Your maximum Health increases every time you gain a level. Endurance affects how much Health you gain per level. Your starting Health is twice your Endurance. Sleeping, potions or spells can restore your Health.



Magicka

Magicka is used to cast spells. You start with Magicka equal to double your Intelligence. Choosing certain races and birthsigns will give you Magicka bonuses that increase your Maximum Magicka. Magicka regenerates based on your Willpower. Sleeping, potions or spells can restore your Magicka more quickly.



Fatigue

Fatigue is how tired you are. Low Fatigue hurts your effectiveness, especially when doing melee attacks. Fighting hand-to-hand, swinging a weapon, or jumping may reduce your Fatigue. If your Fatigue falls below zero due to a spell or other special effect, you are knocked down. Walking, resting, waiting, potions, and spells can restore your Fatigue. Your maximum Fatigue is the combined values of your Strength, Endurance, Agility, and Willpower.

Encumbrance

Encumbrance is the total weight of items you can carry. You cannot move at all when fully encumbered. Maximum Encumbrance is equal to five times your Strength.

Skills, Mastery Levels, and Skill Perks

As you rise in proficiency with skills, you gain Skill Perks at new Mastery Levels. You will eagerly anticipate the special benefits of these Skill Perks each time a skill is raised to a new level of mastery. A red number indicates the skill has been damaged. A green number indicates the skill has been increased by magic.

Skill Mastery Level	Skill Scores
Novice	0-24
Apprentice	25-49
Journeyman	50-74
Expert	75-99
Master	100

Combat Skills

Block



Governing Attribute: Agility

Parry melee attacks with shields and weapons. Successful blocks reduce damage.

- A **Novice** is fatigued by blocking, and hand-to-hand blocking against weapons has no effect.
- An **Apprentice** is no longer fatigued by blocking.
- A **Journeyman's** shield or weapon is no longer damaged when he blocks, and opponents may recoil when blocking with hand-to-hand.
- An **Expert** blocking with shield has a chance to do a knockback counterattack, staggering the enemy if the shield blow connects.
- A **Master** blocking with shield has an additional chance of disarming an enemy with a successful knockback counterattack.

Armorer

Governing Attribute: Endurance



Maintain weapons and armor at top efficiency. Damaged weapons and armor are less effective.

- A **Novice** cannot repair magic items.
- Repair hammers last twice as long for an **Apprentice**.
- A **Journeyman** can now repair magic items.
- An **Expert** can repair items beyond their highest condition (to 125%). These Expert-improved weapons do extra damage, and Expert-improved armor protects more.
- A **Master** never breaks repair hammers; one hammer lasts a lifetime.

Heavy Armor



Governing Attribute: Endurance

Make more effective use of Iron, Steel, Dwarven, Orcish, Ebony, and Daedric armors.

- For a **Novice**, heavy armor degrades rapidly with use (150% of normal rate).
- An **Apprentice's** heavy armor degrades at a normal rate.
- A **Journeyman's** heavy armor degrades at a 50% slower rate.
- An **Expert's** equipped heavy armor only encumbers him by 50%.
- A **Master's** equipped heavy armor does not encumber him at all.

Blunt

Governing Attribute: Strength



Deliver the crushing blows of mace and axe weapons more effectively.

- A **Novice** does a Basic Power Attack with a damage bonus in all directions.
- An **Apprentice** gains damage bonuses with the Mastery Standing Power Attack.
- A **Journeyman** gains the Mastery Left and Right Power Attacks, and has a chance to disarm.
- An **Expert** gains a Mastery Backwards Power Attack, and gains a chance of a knockdown.
- A **Master** gains a Mastery Forward Power Attack, with a chance to paralyze.

Blade



Governing Attribute: Strength

Deliver the slashing and thrusting attacks of dagger and sword weapons more effectively.

- A **Novice** does a Basic Power Attack with a damage bonus in all directions.
- An **Apprentice** gains damage bonuses with a Mastery Standing Power Attack.
- A **Journeyman** gains the Mastery Left and Right Power Attacks, which have a chance to disarm.
- An **Expert** gains a Mastery Backwards Power Attack, which has a chance of a knockdown.
- A **Master** gains a Mastery Forward Power Attack, with a chance to paralyze.

Athletics

Governing Attribute: Speed



Run and swim faster, and regenerate lost fatigue faster.

- A **Novice** regenerates Fatigue slowly when running.
- An **Apprentice** regenerates Fatigue 25% faster when running.
- A **Journeyman** regenerates Fatigue 50% faster when running.
- An **Expert** regenerates Fatigue 75% faster when running.
- Running never reduces a **Master's** regeneration of Fatigue.

Hand to Hand



Governing Attribute: Strength

Attack without weapons to damage and fatigue opponents.

- A **Novice** does a Basic Power Attack with a damage bonus in all directions.
- An **Apprentice** gains damage bonuses with a Mastery Standing Power Attack.
- A **Journeyman** gains the Mastery Left and Right Power Attacks, and has a chance to disarm.
- An **Expert** gains a Mastery Backwards Power Attack, and gain a chance of a knockdown, and, when blocking, gains a chance of a knockback attack.
- A **Master** gains a Mastery Forward Power Attack, with a chance to paralyze, and, when blocking, gains a chance of a disarm on a knockback attack.

Magic Skills

Destruction



Governing Attribute: Willpower

Cast spells to inflict magical fire, frost, and shock damage, or reduce resistances to magic attacks. Destruction spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.

Alteration

Governing Attribute: Willpower

Cast spells to breathe or walk on water, open locks, shield from physical and magical damage, and alter encumbrance. Alteration spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.



Illusion



Governing Attribute: Personality

Cast spells to charm, conceal, create light, silence, paralyze, command or affect morale or aggressiveness. Illusion spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.

Conjuration

Governing Attribute: Intelligence

Cast spells to summon otherworldly creatures, summon magical weapons and armor, and turn the undead. Conjuration spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.



Mysticism



Governing Attribute: Intelligence

Cast spells that absorb, reflect, and dispel magic, move objects, sense life, and bind souls. Mysticism spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.

Restoration

Governing Attribute: Willpower

Cast spells to restore, fortify, or absorb physical and magical attributes, cure disease, and resist magical attacks. Restoration spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.



Alchemy



Governing Attribute: Intelligence

Create potions and gain benefits from alchemical ingredients more effectively.

- A **Novice** recognizes only the first of four potential alchemical properties of a substance.
- An **Apprentice** recognizes the first two of four potential alchemical properties of a substance.
- A **Journeyman** recognizes the first three of four potential alchemical properties of a substance.
- An **Expert** recognizes all four potential alchemical properties of a substance.
- A **Master** can make potions from a single ingredient.

Stealth Skills

Security



Governing Attribute: Agility

Use lockpicks to open locked doors and containers.

- As many as four tumblers will fall when a **Novice** fails and breaks a pick.
- As many as three tumblers will fall when an **Apprentice** fails and breaks a pick.
- As many as two tumblers will fall when a **Journeyman** fails and breaks a pick.
- Only one tumbler will fall when an **Expert** fails and breaks a pick.
- No tumblers fall when a **Master** fails and breaks a pick.

Sneak

Governing Attribute: Agility



Pick pockets and move unseen and unheard by observers.

- A **Novice** gains a 4x damage bonus for one-handed weapon and hand-to-hand, and a 2x damage bonus for marksman attacks, when undetected.
- An **Apprentice** gains a 6x damage bonus for one-handed weapon and hand-to-hand attacks, and a 3x damage bonus for marksman attacks, when undetected.
- A **Journeyman** receives no penalty to his chance of detection while Sneaking for the weight of his boots.
- An **Expert** receives no penalty to his chance of detection while Sneaking for moving while Sneaking.
- The attack of a **Master** on an opponent ignores armor rating when the Master is undetected.

Acrobatics



Governing Attribute: Speed

Jump long distances and avoid damage when falling great distances.

- A **Novice** cannot attack when jumping or falling.
- An **Apprentice** can make normal attacks -- not power attacks -- when jumping or falling.
- A **Journeyman** gains the Dodge ability, and can hold block and jump in a direction to do a quick avoidance roll.
- Fatigue loss for jumping is reduced by 50% for an **Expert**.
- A **Master** gains the Water Jump ability, and, with precise timing, can jump off the surface of water.

Light Armor

Governing Attribute: Speed



Make more effective use of Fur, Leather, Chainmail, Mithril, Elven, and Glass armors.

- For a **Novice**, light armor degrades rapidly with use [150% of normal rate].
- An **Apprentice's** light armor degrades at a normal rate.
- A **Journeyman's** light armor degrades at a 50% slower rate.
- An **Expert's** equipped light armor does not encumber him at all.
- When a **Master** wears only light armor, he gains a bonus of 50% to the armor rating of that armor.

Marksman



Governing Attribute: Agility

Deliver more deadly ranged attacks with bow and arrow weapons.

- A **Novice** is fatigued while holding a bow drawn back.
- An **Apprentice** has no Fatigue cost for holding his bow drawn back.
- A **Journeyman** holding Block while the bow is drawn has a Zoom ability.
- An **Expert's** arrow attacks have a chance of knocking the target down.
- A **Master's** arrow attacks have a chance of paralyzing the target.

Mercantile

Governing Attribute: Personality



Get better deals when buying or selling goods.

- For a **Novice**, the value of an item he sells is reduced by the worn condition of the item.
- For an **Apprentice** the value of an item he sells is not affected by the worn condition of the item.
- A **Journeyman** can buy and sell any object to any vendor, even if he normally does not deal in that type of wares.
- An **Expert** can invest in a shop, giving the merchant money to permanently increase his shop's available gold by 500.
- For a **Master**, all shops in the world always have 500 more gold available for barter.

Speechcraft



Governing Attribute: Personality

Use speech to persuade listeners to like and trust you.

- A **Novice** can offer bribes to increase the Disposition of some persons.
- An **Apprentice** gains a free rotation of a wedge in the Persuasion Menu.
- The Falling-Disposition timer in the Persuasion minigame is 50% slower for a **Journeyman**.
- Disposition loss from 'Hate it' results in the minigame are reduced from -150% to -100% for an **Expert**.
- Bribes cost half as much for a **Master**.

Classes

Your class defines your way of life and which skills are most important to you. During Oblivion's introduction, the game observes the way you play and suggests a predefined Class that matches your play style. You may either accept that Class, pick another Class, or create your own Custom Class. Also, at the end of Oblivion's introduction, you are given one more chance to change your mind. Each Class features a Specialization, seven major skills, and a +5 bonus to two Attributes.

Predefined Classes

Oblivion comes with 21 predefined Classes, seven for each specialization. Their Specializations, Major Skills, and Attribute bonuses have already been selected for you.

Custom Classes

You can also create your own custom class by selecting your Attribute bonuses and your Major Skills yourself and naming your Custom Class. Review the Predefined Classes as models, then create your own Custom Class to reflect your own vision of your ideal hero or villain.

Specialization

Each class has a specialization, either Combat Arts, Magic Arts, or Stealth Arts. This is the main avenue of study this class falls into. You will receive +10 to every skill in that specialization, and those skills will be easier to increase.

Major Skills

Each class has seven major skills. These are the essential skills for this class. Major skills have base values of 25 and are easier to increase than other skills and will determine when you level up.

Minor Skills

All skills not chosen as Major Skills are Minor Skills and have base values of 5. Minor Skills increase more slowly than Major Skills. Increasing these skills does not help you level up, but will contribute to attribute bonuses when you do level.



Increasing your Skills and Leveling Up

Increasing Skills

There are three ways to increase a skill:

1. Use it over and over. The lower the skill score, the easier it is to increase it by using it. It takes much longer to raise a high skill by using it. Review your progress toward increasing a skill in the Skills Display of the Stats Menu (see pg. 9).
2. Buy training from another character. You can only train 5 skills points per level.
3. Learn more about the skill from special books.



Raising Your Level

Increase the Major Skills associated with your class to raise your level. In order to raise your level, you must improve any combination of your Major Skills by a total of 10 points. Review your progress toward increasing your level in the Skills Display of the Stats Menu (see pp. 9).

You will receive a message and an Icon will appear on the screen (see pp. 5) when you have raised your skills enough to raise a level. You must use a bed to sleep and meditate on what you've learned in order to increase your level.

When you raise a level, you are given an opportunity to increase three of your eight Attributes. Certain attributes may receive a bonus modifier, which is determined by which skills you have increased since you last raised level. For example, if you improved several skills that have Personality as a governing attribute, then you will see an appropriate bonus modifier for Personality. Whether a skill is Major or Minor does not affect the modifier. In addition,



when you raise a level, your Health is increased by one-tenth of your Endurance.
Note: You can raise several levels at one time if you have not slept in a while and have enough skill increases for extra levels. You are never penalized for this and will receive all the correct attribute modifiers for each level gained.

The Arts of Combat

To defend themselves from monsters and marauders, travelers and adventurers learn to use weapons and armor.

Weapons

There are two kinds of weapons: melee weapons like swords and maces, and bows. Better weapons are made from precious materials, and may bear useful enchantments. The damage you do depends on the weapon itself, your skill, and the condition of the weapon (i.e., whether the weapon is in good repair).

Melee Attacks

There are two types of attacks: Basic Attacks and Power Attacks. Basic Attacks are quick, but do less damage. Power Attacks are slow, but do more damage. To make a Basic Attack, click and release the ***Left Mouse Button***. To make a Power Attack, click and hold the ***Left Mouse Button***. Use the ***W***, ***A***, ***S*** and ***D*** keys to perform different Power Attacks.

At lower Mastery Levels, Blade, Blunt, and Hand to Hand skills let you make a basic Power Attack in any direction. At higher Mastery Levels, Blade, Blunt, and Hand to Hand skills let you make Mastery Power Attacks with left, right, and rear character movements; these Mastery Power Attacks have special bonuses and effects. (See Skill Mastery Levels and Skill Perks, pg 20 - 25, for details.)

Ranged Attacks

To attack with a bow, click and hold the ***Left Mouse Button*** to draw the bowstring to full extension, then release the ***Left Mouse Button*** to fire the arrow. It takes time to draw the bowstring back for a full-power attack. A Journeyman of Marksman can zoom-in with the bow by holding Block (***Right Mouse Button***) with an arrow nocked.

One-Handed and Two-Handed Weapons

Certain weapons, like daggers, short swords, maces, and war axes, are one-handed weapons, and can be used with a shield. Other weapons, like battleaxes, claymores, and warhammers, require two hands, and cannot be used with a shield. (Highlight a weapon in the Inventory Menu to see whether it is one-handed or two-handed.)

Blocking

To block, click and hold the ***Right Mouse Button***. A shield or weapon block reduces the damage you take. Shields are much more effective at Blocking than weapons.

An effective combat strategy is to block an enemy's blow, then quickly follow up with your own attack to catch the enemy before he can ready his block. Establishing this block-and-counter rhythm in melee combat can greatly improve your combat effectiveness.

Armor

Each piece of armor you wear adds to your overall protection, or "armor rating." The higher the armor rating, 16 the better you are protected. The amount of protection you receive from a piece of armor depends on the armor itself, your skill with that type of armor, and whether the armor is in good repair.

Your Armor Rating is the percentage of damage done to you that your armor will absorb. As armor takes damage, its condition decreases. This also lowers how much protection the armor offers. Your armor rating is the total of all the armor you are wearing. Certain pieces contribute more towards your rating than others.

Repairing Weapons and Armor



Weapons and armor sustain damage as you use them. The lower the condition of the weapon, the less damage it does. When its condition goes to zero, the weapon or armor becomes unusable. Use repair hammers to repair your armor and weapons. The success of your repair depends on your Armorer skill.

Note: Only a Journeyman Armorer or higher can repair magic items. You can also find people who can repair these items as a service. It will cost you, but they always repair the item back to full condition (even magic items).

Other Combat Situations

Getting Knocked Down

You can be knocked down during combat as the result of a powerful blow from an opponent. Hitting someone who is knocked down does more damage.

Dodging

At Journeyman Mastery, a Journeyman gains the Dodge ability, and can hold block and jump in a direction to do a quick avoidance roll.

Yielding

If you get into a fight with a friend, you can yield to him to stop the combat by holding Block and activating that character. If he likes you enough, he will stop the fight.

The Arts of Magic

Spellcasting and the Six Colleges of Magic

Your use of magic is based on your skill level in the six schools of magic. Increasing your proficiency depends on gaining uses and training to increase your skill level. New spells can be learned by buying them from characters or by completing certain quests.



School of Conjuration

Conjuration summons magical items and beings from the outer realms to serve you. Conjuring effects include summoning of otherworldly weapons and armor and summoning of Daedric and undead servants and powers to serve and you.



Turn Undead

Temporarily decreases an undead creature's Confidence (i.e., its willingness to fight an attacker). The effect's magnitude is the value of the decrease in Confidence.



Summon *Creature*

Summons one of various undead and Daedric creatures from the Outer Realms. It appears near the caster and attacks any entity that attacks the caster until the effect ends or the summoned creature is killed.



Bound *Item*

Conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric item. The weapon appears automatically equipped on the target, displacing any currently equipped weapon to inventory. Putting your weapon away will cause the summoned weapon to disappear.



School of Illusion

Illusion affects the perception and mind of living subjects.



Charm

Temporarily increases target's disposition towards the caster. When the effect ends, the target's disposition returns to its original value.



Command

Makes targeted creatures or humanoids fight for the caster. The magnitude is the level of the creature or humanoid affected.



Invisibility

Completely conceals the subject from others. If the subject attacks, speaks, or activates items (e.g., doors), the effect is dispelled. While others cannot see the subject, they may still be able hear him.



Chameleon

Lets the subject blend into the surroundings so no one can see him. The subject can attack and use objects without disrupting the effect, but Chameleon may range from 1% to 100% effectiveness. The effect's magnitude is the degree of concealment, with 100% Chameleon equivalent to invisibility. While others cannot see the subject, they may still be able hear him.



Light

Cast on yourself or a target, it illuminates the target for the duration. The magnitude of the spell is the radius of the illuminated area. Does not cause damage.



Night-Eye

Gives the target the ability to see in the dark.



Paralyze

Renders the target unable to move for the effect's duration.



Silence

Temporarily renders the target unable to cast spells.



Calm

Decreases the target's Aggression (i.e., its inclination to attack). The magnitude is the amount the Aggression is reduced. Undead and Daedra are not affected.



Frenzy

Increases the target's Aggression (i.e., its inclination to attack). The magnitude is the amount the Aggression is increased. Undead and Daedra are not affected.



Demoralize

Decreases the target's Confidence (i.e., its willingness to fight an attacker). The magnitude is the amount the Confidence is decreased. Undead and Daedra are not affected.



Rally

Increases the target's Confidence (i.e., its willingness to fight an attacker). The magnitude is the amount the Confidence is increased. Undead and Daedra are not affected.

School of Destruction



Destruction harms living and undead things.

Damage

Lets the caster shoot out magical energy which lowers the value of a target's attributes, Health, Magicka, or Fatigue. Damaged attributes can only be restored with a Restore effect spell or potion. The magnitude is the units lost each second of duration.

Fire Damage

This spell effect produces a manifestation of elemental fire. Upon contact with an object, this manifestation explodes, causing damage.

Shock Damage

This spell effect produces bolts of elemental lightning. The magnitude is the damage received by the first target along a bolt's path. The damage may spread to subsequent targets.

Frost Damage

This spell effect produces a manifestation of elemental frost. Upon contact with an object, this manifestation causes frost damage over the area of the spell.

Drain

Temporarily lowers the value of a target's attributes, Health, Magicka, Fatigue, or skills. The magnitude is the units reduced each second of duration.

Weakness

Decreases the target's resistance to elements including elemental fire, elemental frost, elemental shock, Magicka (non-elemental), normal weapons (non-enchanted), disease, and poison.

Disintegrate Weapon or Armor

Damages the Health of an equipped weapon or armor on a touched or ranged target.

School of Restoration



Restoration heals, restores, and fortifies the body's attributes and abilities, cures diseases, and protects it from other malign influences. Restoration can also augment or absorb strength, endurance, intelligence, agility, and other bodily attributes.

Absorb

Temporarily transfers a portion of the target's attribute, Health, Magicka, Fatigue, or skill to the caster. A caster's stats can exceed their maximum for the duration. When the effect ends, attributes for the caster and the target return to original values. Changes to Health, Magicka, and Fatigue are permanent.

Cure

Cures disease, poison, or paralysis.

Restore

If the target's attributes, Health, Magicka, Fatigue, or skill has been damaged by magical attack, this effect can restore them to their original value. The magnitude is the units of attribute restored for each second of duration.

Fortify Attribute

Temporarily increases the value of the target's attributes, Health, Magicka, Fatigue, or skill. The magnitude is the value of the increase of the attribute.

Resist

Increases the target's resistance to damage from the following: elemental fire, elemental frost, elemental shock, Magicka-based attacks, normal weapons, common disease, poison, or paralysis. The magnitude is percentage reduction in damage caused by the effects.



School of Mysticism

Mysticism involves the manipulation of magical forces and boundaries to bypass the structures and limitations of the physical world.

Dispel

Removes Magicka-based spell effects from the target. Does not affect abilities, diseases, curses, or constant magic item effects. The magnitude of the Dispel must exceed the spell's resistance to dispel (based on its casting cost) in order to dispel it.

Soul Trap

Traps the soul of the target creature in the smallest, appropriate, empty soul gem in the caster's inventory, if the creature is killed during the effect's duration.

Telekinesis

Allows the caster to pick up a target item from a distance. The magnitude is how far, in feet, the caster can reach. Use the Block and Attack buttons to move the object closer and further from you once it is affected. You can throw or drop the item by pressing both at the same time.

Detect Life

Allows you to detect living things. They appear as indistinct magical images in the world around you, visible through solid objects. The magnitude is the radius, in feet, that you will detect the target.

Spell Absorption

Lets the target absorb an attacking spell's power as an increase in Magicka. The magnitude is the percentage chance of successfully absorbing the spell's power. If spell fails, the attacking spell takes effect normally. The target's Magicka cannot be increased above its maximum.

Reflect

Reflects any spell effects back at an attacking caster. The magnitude is the percent chance that spell effect is reflected. If the spell fails, the attacking spell(s) takes effect normally.



School of Alteration

Alteration involves manipulation of the physical world and its natural properties.

Water Breathing

Lets the target breathe underwater for the duration of spell.

Water Walking

Lets the target walk on water for duration of spell.

Shield

Creates a magical shield around the target's body. Its magnitude is added to the target's Armor Rating.

Fire Shield

Creates a fire shield around the target's body. Its magnitude is added to the target's Armor Rating, and reduces damage from fire attacks.

Lightning Shield

Creates a lightning shield around the target's body. Its magnitude is added to the target's Armor Rating, and reduces damage from shock attacks.

Frost Shield

Creates a frost shield around the target's body. Its magnitude is added to the target's Armor Rating, and reduces damage from frost attacks.

Burden

Temporarily increases the weight carried by the target. The magnitude is the amount of weight being applied.

Feather

Temporarily reduces the target's encumbrance. The magnitude is the units of weight removed from encumbrance.

Open

Opens a locked container or door. The magnitude is the highest lock level that can be opened.

Magic Items

Magical weapons produce their magical effects when you strike an enemy. In the Inventory Menu, an info box indicates the weapon's magical effect, its maximum charges, and number of uses before the weapon must be recharged.

Magical armors, clothing, and jewelry produce a constant magical effect on you when they are equipped. In the Inventory Menu, an info box indicates the item's magical effect. Magical armors, clothing, and jewelry don't need to be recharged.

Magical Staves are enchanted staves that cast ranged spells. In the Inventory Menu, an info box indicates the staff's magical effect, its maximum charges, and number of uses before the weapon must be recharged.

Magic Scrolls

Magical scrolls can be cast like a spell. They can only be used once, and are destroyed when they are cast. To ready a scroll as your Active Magic, select it from your Magic Menu. In the Inventory Menu, an info box indicates a scroll's spell effects.

Recharging Magic Items

Service providers at the Mages Guild recharge magic items for a fee. You can also recharge magic items yourself using filled soul gems or Varla Stones.

Soul Gems

Use filled soul gems to recharge magic items. Fill empty soul gems with magical power using the Soul Trap spell. Filled soul gems may be discovered while adventuring or may be purchased from various vendors in Cyrodiil. Empty soul gems may also be found or purchased, but to use them for magic item recharge, you must first fill them with magical energy using the Soul Trap spell. To use filled soul gems, select them in your Inventory Menu.

Varla Stones

Use Varla Stones to recharge all magical items in your inventory at once! To use Varla Stones, select them in your Inventory Menu.

Welkynd Stones

Welkynd Stones restore your Magicka to its maximum. To use Welkynd Stones, select them in your Inventory Menu.

Sigil Stones

These exotic products of Daedric magic produce enchanted items. To use Sigil Stones, select them in your Inventory Menu.

Alchemy

Ingredients produce magical effects when consumed. Find ingredients in creatures' bodies and plants, or in various containers in towns and buildings, or buy them from vendors. An info box in your Inventory Menu identifies an ingredient's effects. Slots with a question mark (?) indicate your Alchemy Skill Mastery is not high enough to identify that effect.

Equip an ingredient in your inventory to eat it and produce the first magical effect listed in the info box. Make potions and poisons from ingredients by using alchemical apparatus and two or more ingredients which produce the same effect.

Alchemical apparatuses are found in the world or purchased from merchants. You need at least a mortar and pestle to make a potion or poison; other apparatuses help you make better potions and poisons. Equip an alchemical apparatus in your Inventory Menu to bring up the Potion Maker.



Name: Change the name of the potion or poison here

Apparatus: Shows all active apparatuses here. Your best apparatuses will automatically be used.

Mortar & Pestle: Mixes a potion or poison, and determines the initial potion or poison strength.

Retort: Increases the magnitude and duration of all positive effects in a potion (does not affect poisons).

Alembic: Decreases the magnitude and duration of all negative effects in a potion (does not affect poisons).

Calcinator: Increases the magnitude and duration of all effects in a potion or poison.

Ingredients: Potion and poisons require at least two ingredients with the same effect.

Effects: Lists the effects that the potion or poison will have.

Potions and Poisons

Ingredient effects may be either beneficial or negative. A potion can have beneficial effects, or both beneficial and negative effects, and will appear as a pink bottle. A potion with all negative effects is actually a poison and will appear as a green bottle. To use a poison, equip it in your Inventory Menu, and you are asked to confirm placing that poison on your readied weapon.

Spellmaking and Enchanting

Spellmaking and Enchanting

The crafts of Spellmaking and Item Enchanting are secrets of the Mages Guild. Achieve the proper rank in the Mages Guild, and you are given access to the Altar of Spellmaking and the Altar of Enchanting in the Arcane University, and instructed in their uses.

The Altar of Spellmaking



Name: Select this to change the spell name.

Magicka Cost: Magicka cost to cast the spell.

Cost to Create: Cost in gold to create the spell.

Current Gold: How much gold you have.

Known Effects: List of all the spell effects you know which can be used to create spells.

Added Effects: List of all the spell effects you're adding to the new spell. Select to edit the effect.

Skill to Cast: Indicates skill score required to cast the new spell.

With the Altar of Spellmaking (at the Praxographical Center at the Arcane University, Imperial City), create new spells using magic effects you already know. When you add a spell effect, you can choose the magnitude and duration, and area radius, if desired. You can also create spells with two or more effects. Plan carefully! Don't make spells that cost more Magicka than you have, or which require more skill than you have.

The Altar of Enchanting



Magicka Cost: Magicka charge cost to use the item. (Note: Constant effect items have no magicka charge cost.)

Maximum Uses: Number of times the item can be used before needing a recharge. (Note: Constant effect items never need recharge.)

Cost to Create: Cost in gold to create the item.

Current Gold: How much gold you have.

Name: Select this to change the item name.

Add Item: Select this to select an item from a list of all items you have suitable for enchanting.

Add Soul Gems: Select this to select a soul gem from a list of all your filled soul gems. When a soul gem is selected, the display indicated the magicka charge the gem holds.

Applicable Effects: List of all the spell effects you know which can be applied to the item.

Added Effects: List of all the spell effects you're adding to the new item. Select to edit the effect. Constant effect items are set to their maximum magnitudes based on the soul gem used.

The Altar of Enchanting (at the Chironasium at the Arcane University, Imperial City) lets you enchant weapons, armor, and clothing with spell effects you know. Not all items can be enchanted, and not all spells you know can be applied to all items. To enchant an item, you must have an item that can be enchanted, a filled soul gem large enough to power the spell or spells you want to add, and enough gold to pay for creating the item. Weapons and staves you've created require recharging when their power is depleted. Enchanted armor and clothing, on the other hand, are constant effect items, and never require recharging.

THE ARTS OF STEALTH

Strike deadly blows by surprise, and tease wealth from shrewd merchants and locked treasuries, to reap the richest rewards from your life of adventure.

SNEAKING

Sneaking is the ability to remain undetected by nearby creatures or people while standing or moving. Press the ***Left Control Key*** to toggle between Normal and Sneak modes. In Sneak mode, you can attempt to Steal items, or Pickpocket items, or make Sneak Attacks on unsuspecting victims.

When you are in Sneak Mode, your character crouches, and the Stealth Eye icon appears on the screen. When you are undetected by anyone nearby, the Stealth Eye is dull and translucent. When anyone nearby detects you, the Stealth Eye becomes bright and solid, and you no longer gain the special benefits of Sneaking.

AVOIDING DETECTION

 **Detected**  **Hidden**

In addition to your Sneak skill, many environmental factors influence your success in remaining undetected while sneaking... the amount of light in the location, whether you are stationary, walking, or running, whether those who detect you have line of sight to you... even the weight of your boots. Magic spells like Invisibility also affect your chances of remaining undetected.

PICKPOCKETING

When you approach someone in Sneak mode, a Red Hand icon  is displayed, and you may activate to attempt to Pickpocket. Unequipped possessions are displayed on the screen. Select an item on the display and activate. If you succeed, you remain undetected. If you are detected, the person will say something and possibly report your crime, or even attack you. If you are detected while Pickpocketing, you are guilty of a crime.... whether you have taken anything or not.

STEALING

When you approach an item that doesn't belong to you in Sneak mode, a Red Open Hand icon  is displayed, and you can attempt to Steal the item. You can also attempt to Steal items from containers marked with the Red Purse icon. Items you Steal are added to your Inventory, and marked with the Red Hand icon to indicate they are stolen goods. If you are detected while Stealing, an alarm sounds, and you are guilty of a crime. For more on crime and jail, see page 42.

Note: Honest merchants won't buy stolen goods, and they don't even appear in the Barter Menu. They say, however, that certain Thieves Guild members buy stolen goods.

SNEAK ATTACKS

Sneak within range of an NPC or creature while remaining undetected, and your first melee or marksman attack does considerably more damage, and a notice of your successful Critical Hit appears. Subsequent attacks count as regular attacks. Sneak Attacks may only be made with one-handed weapons, bows, or hand to hand attacks, and Sneak Attacks do not receive Power Attack damage bonuses. Increased damage bonuses for Sneak Attacks are a perk of Journeyman Mastery in Sneak Skill. See pg. 24.

LOCKPICKING

Locks are crafted in five grades of quality. The better a lock's quality, the more tumblers it has, and the harder it is to pick.



LOCK LEVEL	NUMBER OF TUMBLERS
Very Easy	One
Easy	Two
Average	Three
Hard	Four
Very Hard	Five

Note: Certain exceptional locks indicated by the label "Lock Requires a Key" are so well made they are impossible to pick, and can only be opened with a key.

To pick a lock, use the lockpick to test each tumbler and loft it into its set point by pushing forward with the mouse. Springs of varying tensions are used to restrain tumblers from their set points. Press ***Spacebar*** or ***Left Click*** to attempt to lock each tumbler into place when it is at its set point. The slightest misjudgment causes the tumbler to snap back and break the lockpick. A single error may also cause other tumblers already lodged at their set points to drop, requiring them to be picked all over again.

The higher your Security skill, the easier it is to lodge a tumbler in its set point. Also, at higher Mastery Levels, fewer tumblers will drop if you make a mistake. If you prefer not to pick the lock yourself, use the Auto Attempt option, which checks the difficulty of the lock against your Security Skill score, and calculates the chances of successfully picking the lock or breaking a lockpick.

Crime and Punishment

Crimes, Bounties, and Jail

In general, the following actions are considered crimes and are reported as such if you are detected:

- Stealing items, horses, etc.
- Grabbing or picking up an owned item
- Trespassing
- Starting a fight (defending yourself is not a crime)
- Killing a character (defending yourself is not a crime)

When a crime is reported, a Bounty of a value proportional to the seriousness of your crime is placed on your head. If you encounter guards while you have a Bounty on your head, they may approach and arrest you. If you run, they'll chase you. If you manage to escape, you'll find that the legal system is very efficient, and anywhere you encounter guards, they will attempt to arrest you. Once they catch you, you'll have several options.

- If you have the money, you can pay off the Bounty on your head and avoid jail. If you have stolen items in your Inventory, they'll be taken from you, including things you may have stolen without getting caught. Guards can always spot stolen merchandise.

- You can resist arrest, which is not really a high percentage move, since guards are very tough, attempt to kill those who resist arrest, and even if you do escape, you're still held accountable for the Bounty on your head.

- You can agree to go to jail rather than pay the fine. When you are released, some skills will decrease due to your inactivity in prison. The number of skills, and the amount they deteriorate, depends on the length of your sentence. Any stolen items in your Inventory are taken from you. Occasionally certain skills increase, rather than decrease, during your confinement, thanks to the generous sharing of trade secrets among the criminal community. It's also said that those interested in joining the secretive Thieves Guild can make helpful contacts in the collegial atmosphere of criminal offenders.

It is possible, but very difficult, to escape from jail. It is difficult to see the benefit of such an action, since you still have a Bounty on your head. But some members of the criminal community feel it is their obligation to escape from jail as a matter of principle.

It is also possible to recover stolen items that have been confiscated from you upon your incarceration. Such items are held in Stolen Goods containers near the jail cells. Stealing things out from under the noses of jail guards is very difficult, but, again, some criminals consider it a matter of principle to recover their ill-gotten goods.

Dialogue

When the Speaking icon is displayed,  activate the person to initiate dialogue. The Dialogue Menu has several important areas.



Character Name

The name of the person to whom you are speaking.

Topics

This is a list of everything you can ask this person about. You may need to scroll down to reveal additional topics. Asking about certain topics may add new topics to the list. A topic displayed in gold has information you do not have yet. If it is grey, you already know the information the character will say. If you ask a topic and it stays gold, that means the character does not like you enough to tell you everything they know.

Dialogue Options

Various dialogue options may be displayed beneath the list of topics. Selecting these icons will bring up other dialogue menus.

 **Persuasion:** Allows you to attempt to raise the character's Disposition through Persuasion gameplay (see page 45).

 **Barter:** Buy and sell goods. See next page.

 **Repair:** This character can repair normal and magical weapons and armor of all kinds for a price.

 **Spells for Sale:** Displays the spells he has available, with the cost in Magicka to cast and the cost in gold to purchase.

 **Recharge:** Those offering this service are able to recharge your magical items for a fee.

 **Training:** There are a limited number of characters capable of teaching skills, and even fewer can teach the skills at higher levels. You can only raise any combination of your skills by a total of five points until you level up again.

 **Exit Dialogue**

Bartering

Choosing Barter will display both your inventory and the person's inventory. In the Barter menu, click the bag on the right to show a list of items you can sell to the merchant. Click the bag on the left to show a list of items the merchant has for sale.



Sell From Your Inventory

Buy From Shopkeeper's Inventory

Select any item(s) you want to obtain from the person and they will be placed in your inventory. You can also attempt to sell him any of your items by selecting them from your inventory. The person you are bartering with will choose to accept or reject any offer you've modified based on your Mercantile skill and how much you are haggling. Note that if the offer is rejected, their Disposition will drop by a point.

Haggling

The prices a merchant offers are determined by your Mercantile skill, the merchant's Mercantile skill, and the merchant's Disposition towards you. A merchant may actually be willing to sell at a lower price, or may be willing to pay more for your goods, but you can only find out how much more by haggling.



Select the Haggle button to haggle. The Haggle display indicates the merchant's Mercantile skill mastery level and Disposition, and lets you adjust how easy or hard you want to bargain. The greater your Mercantile skill, the lower the merchant's Mercantile skill, and the more the merchant likes you, the farther you can push your haggling to the 'Hard' setting and still have your offer accepted. Once you find a point on the slider where the merchant will accept an offer, however, he consistently accepts offers at that point (unless his Disposition towards you drops). And as your Mercantile skill increases, in time you'll be able to push your haggling even harder.

Persuasion

Disposition

A person's Disposition to you is a number on a scale from 0 to 100 that reflects how he feels about you. The higher the number, the more he likes you.

A person's Disposition is based on a variety of factors, including race, personality, your reputation, faction affiliations, and how the person may feel about your previous actions (e.g., you helped a member of this individual's guild, or stole from or killed a friend of his).

Disposition

Bribe

Rotate



Disposition: The person's current Disposition score.

Bribe: The cost of a bribe attempt. Bribes allow you to pay to increase a person's Disposition. Not everyone will accept bribes.

Rotate: Only appears if you have the Speechcraft Apprentice Mastery Level. This permits you a free rotation of the wedges once in each Persuasion round.

Start: Begins a Persuasion round.

Done: Exits the Persuasion Menu. Not available until you have made all four action choices.

Persuasion Rules

In each round of Persuasion, you must Admire, Boast, Joke, and Coerce and you can only choose each option once per round, but in any order you desire. Each of these actions raises or lowers the person's disposition. You may play many rounds of Persuasion before raising the person's Disposition to the desired level.

To begin a round of Persuasion, select the ***Start Button***. Each of the four quadrants will fill with wedges of different sizes. The size of the wedge reflects the scale of the potential effect of your choosing an action. Choosing a large wedge has a great effect; choosing a small wedge has a small effect.

As you move the cursor over the Admire, Boast, Joke, and Coerce wedges, the person's face shows his reaction to each of the actions. For each of the four actions, he will Love one, Like one, Dislike one, and Hate one. Don't take too long, because the person's disposition is steadily falling. The person's disposition goes up when you select a Loved or Liked action and goes down when you select a Disliked or Hated action.

The potential gain or loss for each action is based on your Speechcraft and how full the wedge is. Try to select fuller wedges when they are aligned with actions the person likes. Try to select less full wedges when they are aligned with actions he doesn't like.

Horses, Houses, Books, Containers

Horses

To ride a horse, activate it. Use the ***W***, ***A***, ***S***, and ***D*** keys to steer the horse, and the ***Mouse*** to look around. Activating a horse that does not belong to you is horse stealing, a serious crime. To purchase your own horse, visit stables outside the towns. When you fast-travel to a city, your horse is left for you at the local stable, just outside the city gates.

Houses for Sale

Houses of varying qualities are for sale in each of the towns, and, once you own a house, you can also purchase furnishings for that house from local merchants. To learn more about houses for sale, visit the counts, countesses, or their agents in the town's castle.

Books and Other Documents

When you pick up a book or document to read, you can put it back where you got it (select 'Exit') or put it in your inventory (select 'Take'). If a book is already in your inventory, navigate to it in your Inventory Menu and ***Left Click*** to open it. Use the Prev and the Next buttons to flip back and forth through a book's pages. Use the ***Mouse Wheel*** to scroll up and down through a scroll's text.

Special Skill Books improve your skills. Just opening these books produces a message indicating which skill has improved. A book only improves a skill once; repeat readings have no effect.

Containers

Containers include things like chests, sacks, crates, barrels, dead bodies, and more. To see what's inside a container, direct your Crosshair over the object so the Purse icon appears, then press ***Spacebar***. If the Purse icon is white, you're free to take and use the contents of the container. If the Purse icon is red, someone else owns the container, and taking anything from the container is stealing, and a crime if you are detected. If the Purse icon is red, and the container is locked, any attempt to pick the lock is stealing, and a crime if you are detected.

Take things one at a time from a container by ***Left Clicking*** them. Click the lefthand bag to display your own inventory; click the righthand bag to display the container's inventory. Click the Take All button to take all things in a container, or click the Exit button (or press ***Spacebar***) to exit a container. To place something in a container, display your own inventory, and select an item to place it in the container.

Warning! Don't leave things in containers you don't own! They may not be there when you come back for them!

Options and Preferences

You can access the Options Menu from the Main Menu when you load Oblivion or at any point during the game, by pressing the ESC Key. The Options Menu allows you to adjust your gameplay, audio, video, and control settings.

Gameplay

Using this menu, you can adjust the Difficulty slider and toggle certain features off or on, including: General Subtitles, Dialog Subtitles, Crosshair, Save on Rest, Save on Wait, and Save on Travel.

Video

You can adjust several Video settings from this menu. Changing your resolution and adjusting your View Distance slider will give you the biggest improvements in performance. You can also adjust Texture Size, LOD sliders, Grass slider, change Distant LOD settings, and tweak your shadow, water and light settings. Consult the Readme.txt file where you installed the game for more details on these settings.

Audio

Use this menu to adjust volume levels: Master, Voice, (Sound) Effects, Footsteps, and Music.

Controls

In this menu you can adjust mouse sensitivity, invert the Y Axis, and reassign the controls for the keyboard and mouse.

Notes:

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Gameplay Controls

